

CLAIMS

What is claimed is:

- 1 1. Method for conducting a game for one or more players, comprising
 - 2 (A) providing plural sets of contest elements for such game in which the contest
 - 3 elements include:
 - 4 (i) a surface area with playing indicia, and in which
 - 5 (ii) each such set includes contest elements of:
 - 6 (a) selected coloring, and
 - 7 (b) selected repetitive playing indicia on such surface area;
 - 8 (B) providing a game controller to distribute contest elements to each player in
 - 9 the game;
 - 10 (C) establishing a table of values for combinations of contest elements;
 - 11 (D) distributing, by means of such controller, a selected number of contest
 - 12 elements to each player, with each player receiving the same number of contest elements;
 - 13 (E) enabling each player to evaluate the combination of such received contest
 - 14 elements based on such table of values to elect whether or not to reject one or more
 - 15 contest elements;
 - 16 (F) permitting each player to selectively reject, for return to such controller, from
 - 17 zero to all contest elements obtained in Step (D);
 - 18 (G) distributing additional contest elements, by such controller, to each player
 - 19 corresponding to the number of contest elements, if any, rejected in Step (F); and
 - 20 (H) evaluating the combination of contest elements held by each player against
 - 21 such table of values.

1 2. The method of Claim 1, in which the number of sets of contest elements is at least
2 five.

1 3. The method of Claim 2, in which the contest elements comprise, colored balls.

1 4. The method of Claim 3, in which such repetitive playing indicia comprise
2 representations of numerals 0, 1, 2, 3, 4, 5, 6, 7, 8, 9.

1 5. The method of Claim 4, in which the number of contest elements distributed to
2 each player, is selected from the group consisting of three, four and five.

1 6. The method of Claim 5, further comprising the steps of:

2 (I) permitting each player to place a wager at the beginning of the game; and

3 (J) paying, by such controller, each player having a winning combination of
4 contest elements, as determined by the table of values according to the player's wager.

1 7. The method of Claim 5, in which such game controller is selected from the group
2 consisting of:

3 a) electronic video game machines;

4 b) mechanical game machines;

5 c) computers;

6 d) hand-held mechanical devices; and

7 e) hand-held video devices.

1 8. The method of Claim 6, in which such game controller is selected from the group
2 consisting of:

3 a) electronic video game machines;

4 b) mechanical game machines;

5 c) computers;

6 d) hand-held mechanical devices; and

7 e) hand-held video devices.

1 9. A device for playing a game according to claim 5 selected from the group
2 consisting of:

3 a) electronic video game machines;

4 b) mechanical game machines;

5 c) computers;

6 d) hand-held mechanical devices; and

7 e) hand-held video devices.

1 10. A device for playing a game according to claim 6 selected from the group
2 consisting of:

3 a) electronic video game machines;

4 b) mechanical game machines;

5 c) computers;

6 d) hand-held mechanical devices; and

7 e) hand-held video devices.

1 11. Method for conducting a wagering game for one or more players, comprising

2 (A) providing five sets of balls for such game in which,

3 each such set includes ten balls:

4 (i) of unique coloring, selected from the group consisting of

5 (a) black;

6 (b) red;

7 (c) yellow;

FOOTNOTES - 10701

- 8 (d) blue; and
- 9 (e) green;
- 10 (ii) having selected repetitive playing indicia on their surface area
- 11 comprising representations of numerals 0, 1, 2, 3, 4, 5, 6, 7, 8, 9;
- 12 (B) providing a game controller;
- 13 (C) establishing a table of values for combinations of balls;
- 14 (D) permitting each player to place a wager at the beginning of the game;
- 15 (E) distributing, by means of such controller, five balls to each player;
- 16 (F) enabling each player to evaluate the combination of such received balls based
- 17 on such table of values to elect whether or not to reject one or more balls;
- 18 (G) permitting each player to selectively reject, for return to such controller, from
- 19 zero to all balls obtained in Step (E);
- 20 (H) distributing additional balls, by such controller, to each player corresponding
- 21 to the number of balls, if any, rejected in Step (G);
- 22 (I) evaluating the combination of balls held by each player against such table of
- 23 values; and
- 24 (J) paying, by such controller, each player having a winning combination of
- 25 balls, as determined by the table of values according to the player's wager.

- 1 12. A game according to the method of Claim 1.
- 1 13. A game according to the method of Claim 5.
- 1 14. A game according to the method of Claim 6.
- 1 15. A game according to the method of Claim 11.